

Gerber Golf League

Format and Rules

May 12, 2020

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1. Definitions

Adjusted Score – *Gross Score*, adjusted for computing handicap

Entering Handicap – Handicap at the start of a year

Established Handicap – Handicap based on a minimum of 2 rounds

Gross Score – Golfer's actual score

Matchup Sheet – Sheet showing golfer matchups and handicaps for a weekly match

Net Score – Handicap-adjusted *Gross Score*

New Golfer – Golfer without a league handicap

No Show – When a match lineup position cannot be filled or when a scheduled golfer does not show up

Playoffs – Up to 2 rounds played after the 3rd *Session* where the winners of the 3 *Sessions* play off to determine the season champion

Position Round – Last week of a *Session*. 1st place team plays 2nd, 3rd plays 4th, 5th plays 6th

Session – One-third of the regular season, played over 6 weeks

Substitute – Golfer who doesn't play for a specific team but may be added to any team's roster for a weekly match

Unopposed – Golfer who plays against a *No Show* or a *New Golfer*

Walk Off – Golfer who starts playing but doesn't complete their match for a reason other than weather/darkness

Web Site – www.gerbergolfleague.com

2. League Officers

The Gerber Golf League is administered by a President, a Statistician, and a Rules Committee. Prior to each season, golfers are elected to fill these roles for the season by a majority vote of the league members.

The President has the following responsibilities:

- Communicate with Twin Hills and set the season schedule
- Post the *Matchup Sheet* before a weekly match
- Collect money and pay Twin Hills
- Postpone a weekly match, if necessary

The Statistician has the following responsibilities:

- Collect cards after a weekly match
- Post the match results on *Web Site*

The Rules Committee is comprised of 3 golfers from different teams. They are responsible for writing and updating the league rules and settling any disputes.

The current officers are:

President – John Sylvester

Statistician – Jay Kohler

Rules Committee – Jay Kohler, Gary Bennett, Scott Snietka

3. Teams and Rosters

There are 6 teams in the Gerber Golf League.

Each team may have a maximum of 8 golfers on its roster. A team fields up to 4 golfers in a weekly match. Any golfer not on a team roster is considered a *Substitute* and may play for any team.

Team captains submit their rosters to the Statistician at the start of the regular season. Team captains may add golfers to their rosters prior to the start of the third *Session*. A golfer may leave a team to join another team or become a *Substitute* prior to the start of the third *Session*.

3.1. Substitutes

A *Substitute* is a golfer who does not play for a specific team but may be added to any team's roster for a weekly match. They establish a league handicap like any other golfer. A *Substitute* may play during a *Position Round* or *Playoff Round* but can only earn 9 of the available 12 points.

4. Handicaps

The Gerber Golf League is a handicap-based league. Each golfer is assigned a handicap prior to a weekly match. Handicaps are posted on the *Web Site* as well as the *Matchup Sheet* at the start of a weekly match.

4.1. Adjusted Scores

Handicaps are computed based on *Adjusted Scores* in relation to par. A *Gross Score* is adjusted based on the following table:

<u>Handicap</u>	<u>Worst Scores Allowed</u>
0-5	3 double bogies, 6 bogies
6-10	5 double bogies, 4 bogies
11-15	1 triple bogey, 8 double bogies
16-20	4 triple bogies, 5 double bogies
21-25	9 triple bogies

For example, suppose a golfer's handicap entering the round is 9 and they shoot a round with 2 triple bogies, 2 double bogies, and 5 bogies. According to this table, their worst scores allowed are 5 double bogies and 4 bogies. Their 2 triple bogies would be adjusted to double bogies, and their *Adjusted Score* would be 2 less than their *Gross Score*.

4.2. Entering Handicap

At the start of a season, each golfer is assigned an *Entering Handicap* based on their last (up to) 8 rounds over the previous 2 seasons, as follows:

$$\text{Entering Handicap} = (\text{total of last 8 } \textit{Adjusted Scores} - \text{total par for last 8 rounds}) / 8$$

4.3. Current Handicap

Following a round, each golfer is assigned a handicap based on their last (up to) 8 rounds. If a golfer played less than 8 rounds in the current year, then their handicap is based on all scores in the current year plus a weighted average of their *Entering Handicap*. For example:

- If a golfer played 8 or more rounds in the current year, then their handicap is based on their last 8 rounds, as follows:

$$\text{Handicap} = (\text{total of last 8 } \textit{Adjusted Scores} - \text{total par for last 8 rounds}) / 8$$

- If a golfer played 3 rounds in the current year, and their *Entering Handicap* is based on 5 or more rounds from the previous year, then their handicap is computed based on the current year's rounds and a 5-round weighted average of their *Entering Handicap*

When computing a handicap, the fractional portion is dropped (i.e. a 12.8 handicap becomes a 12).

A handicap may be based on a single round. The highest possible handicap is 25.

4.4. Established Handicap

A golfer has an *Established Handicap* if their handicap is based on a minimum of 2 rounds. Only golfers with *Established Handicaps* may play in a *Position Round* or *Playoff Round*. The 2 rounds do not have to be played in the same session.

5. Season

The Gerber Golf League is played at Twin Hills. The league alternates between the front and back nines. A group may play the opposite nine from the scheduled one if agreeable to Twin Hills management.

A season is played over 20 weeks, with 18 weeks for the regular season and up to 2 weeks for the *Playoffs*.

5.1. Regular Season

The regular season is played in 3 *Sessions*, with the winning team for each *Session* playing off at the end of the season for the championship. Each *Session* is played over 6 weeks, giving each team the opportunity to play every other team at least once.

The 6th week of a *Session* is the *Position Round*. In the *Position Round*, the 1st and 2nd place teams play each other, the 3rd and 4th place teams play each other, and the 5th and 6th place teams play each other. If 2 or more teams are tied entering the *Position Round*, then the following tiebreakers determine the seeds:

1st tiebreaker – Total head-to-head points for matches against tied teams in the *Session*

2nd, 3rd, etc. tiebreakers – Team's finishing position after week #5, after week #4, etc.

The *Session* winner is the team with the highest total points for the *Session*. If 2 or more teams are tied at the end of the *Position Round*, then the tiebreakers are as follows:

1st tiebreaker – Total head-to-head points for matches against tied teams in the *Session* including the *Position Round*. If more than 2 teams are tied, then *Position Round* does not count

2nd, 3rd, etc. tiebreakers – Team's finishing position after week #5, after week #4, etc.

5.2. Playoffs

The *Playoffs* take place after the 3rd *Session*. The winning team from each *Session* participates. The *Playoffs* take place over up to 2 weeks depending on how many teams participate.

If only 1 team makes the *Playoffs*, then that team automatically becomes the season champion and no *Playoffs* are necessary.

If 2 teams make the *Playoffs*, then the team winning 2 *Sessions* is the #1 seed and the other team is the #2 seed. The #1 seed must win the first OR second *Playoff Round* to become the season champion. The #2 seed must win the first AND second *Playoff Round* to become the season champion.

If 3 teams make the *Playoffs*, then the teams are seeded by total number of points scored in all regular season matches. The tiebreakers are as follows:

- 1st tiebreaker – Total points for regular season matches against other *Playoff* participants. *Position Rounds* do not count
- 2nd tiebreaker – Total points in 3rd *Session*
- 3rd tiebreaker – Total points in 2nd *Session*
- 4th tiebreaker – Total points in 1st *Session*

If 3 teams make the *Playoffs*, then the *Playoff Rounds* take place as follows:

- In the first *Playoff Round*, the #2 and #3 seeds play off. The #1 seed gets a BYE
- In the second *Playoff Round*, the #1 seed plays the winner of the first *Playoff Round*. The winner of the second *Playoff Round* is the season champion

The team scoring the most points wins a *Playoff* match. If there is a tie, then the team with the lower seed wins the match.

The participating team captains may agree to field more than 4 golfers for a *Playoff* match.

6. Weekly Matches

In a weekly 9-hole match, each team plays another team. A team's total score is the sum of the points scored by each team member in their individual matches. The match schedule and match results are posted on the *Web Site*.

Each team captain is responsible for submitting their 4-golfer lineup to the statistician before noon on the day of a match. The statistician posts the *Matchup Sheet* at the first tee prior to the match.

A team captain may field up to 3 *Substitutes* in a match. If a team lineup has 1 or more scheduled *No Shows*, then the remaining team members should be shifted up on the *Matchup Sheet* so that the *No Show(s)* are at the bottom. If a team has an unscheduled *No Show* after the *Matchup Sheet* is posted, then the *No Show* may remain in the posted position if agreeable between team captains.

Each team's lineup is organized by A, B, C, and D golfer. The A golfer has the lowest handicap, the B golfer has the next lowest handicap, etc. The tiebreakers are lowest adjusted scoring average for the season, followed by lowest actual scoring average for the season. A golfer without a handicap should be positioned by the league President as the A, B, C, or D golfer based on their expected handicap. Absent any prior knowledge, they should be positioned as the D golfer.

The A golfer from one team plays the A golfer from the opposing team, and so on. Each golfer must play in the same foursome as their opponent.

The posted lineup sheet shall indicate how players should pair up AB/CD, AD/BC, or AC/BD. This may be altered as agreeable between captains or available players.

In a match where Team A fields 4 golfers and Team B fields 2 golfers, then 1 Team B golfer should play in each group.

6.1. Tee Times and Late Golfers

Each team is assigned a pair of tee times for a weekly match.

A group must wait for a late golfer for a minimum of 1 tee time after their scheduled tee time. If a group is delayed from their scheduled tee time due to a late golfer, then the next scheduled group with a full complement of golfers may take their tee time. The delayed group should take the following tee time, unless all members of the group agree to wait longer.

A group may tee off before their scheduled tee time only if the tee is open and if their play does not delay other groups from their scheduled tee times.

If the late golfer arrives while their group is on the first hole then they should tee off on the first hole and catch up.

If the late golfer arrives while their group is on the second hole, then they should tee off on the second hole and catch up.

If the late golfer arrives while their group is on the third hole or later, then they may not join the match and are considered a *No Show*.

See the *Scoring for Incomplete Match due to Late Golfer* section for the scoring rules.

6.2. Postponement Due to Weather

The league President (or designated stand-in) determines whether a weekly match is postponed due to weather. They should attempt to contact all team captains as early as possible, ideally before golfers drive to the course. Often the call to postpone is not made until the last minute, so it is your responsibility to get to the course. If the match is played and you are not there, then you are considered a *No Show*.

7. Individual Match Scoring

7.1. Scoring for Match Between Opponents with League Handicaps

An individual match played between opponents with league handicaps is scored using both match play and stroke play scoring. 12 total points are available, as follows:

- A golfer scores 1 point for each hole won in match play using *Net Scores*. Halved holes give each golfer $\frac{1}{2}$ point
- A golfer scores 3 additional points if their 9-hole *Net Score* is lower than that of their opponent. A tie gives each golfer $1\frac{1}{2}$ points

7.2. Scoring for Golfer with League Handicap who is Unopposed

A golfer with a league handicap plays *Unopposed* when they play against a *No Show* or a *New Golfer*. Points are awarded according to the following table:

Net Score vs. Par	-4 or better	-3	-2	-1	E	+1	+2	+3	+4 or higher
Points	10	9.5	9	8.5	8	7.5	7	6.5	6

7.3. Scoring for New Golfer

A *New Golfer* is a golfer without a league handicap. A *New Golfer* does not compete against an opponent but earns points based on their own *Gross Score* according to the following table:

Gross Score vs. Par	+5 or better	+6	+7	+8	+9	+10	+11	+12	+13 or higher
Points	8	7.5	7	6.5	6	5.5	5	4.5	4

A *New Golfer* cannot play in a *Position Round* or *Playoff Round*.

7.4. Scoring for No Show

A *No Show* results when a team's match lineup position cannot be filled or when a scheduled golfer does not show up. A *No Show* earns 0 points for the match. Their opponent plays *Unopposed* if they have a league handicap.

7.5. Scoring for Incomplete Match due to Late Golfer, Walk-off

If the golfer has a league handicap, then the golfer's recorded score for each unplayed hole will be the score they should shoot based on their handicap. For example, a golfer with a 7 handicap will score a par on the 2 highest handicap holes and a bogey on the 7 lowest handicap holes. Match scoring is as follows:

- Any unplayed hole is scored as a loss of hole. The golfer's opponent earns the 1 available match play point if they have a league handicap
- The golfer automatically forfeits the 3 points for lowest 9-hole *Net Score*. Their opponent earns the 3 points if they have a league handicap

If the golfer is a *New Golfer*, then their round is canceled and they are considered a *No Show*.

7.6. Scoring for Incomplete Match Due to Weather/Darkness

An individual match is considered incomplete due to weather/darkness only if both golfers agree to stop the match and the match cannot be resumed and completed in the same day. A match where a golfer walks off due to weather/darkness without the consent of their opponent may be subject to the *Scoring for Walk Off*, as determined by the Rules Committee. The exception is lightning, in which case any golfer may (and should) choose to stop play and seek shelter.

If any team cannot complete at least 6 holes, then the entire round is canceled for all teams and is rescheduled for the following week, with the remainder of the season pushed back a week.

If all teams completed 6 or more holes, then all individual matches are considered completed. Scoring is as follows:

- If a golfer has a league handicap, then the golfer's score for each incomplete or unplayed hole will be the score they should shoot based on their handicap. The golfer earns ½ point for match play each any incomplete or unplayed hole.

The 3 points for lowest 9-hole *Net Score* are awarded based on the holes played. However, the stroke differential will be reduced by any stroke holes not played. For example, suppose Player B is getting 4 strokes and playing the back nine (stroke holes are 13, 14, 15, 17). Play is stopped after completing hole 16. Each player will total their scores for the holes played, and Player B will deduct only 3 strokes (representing the stroke holes played) before comparing against Player A's stroke total.

- If the golfer is a *New Golfer*, then their round is canceled and they are considered a *No Show*.

7.7. Scoring for Position Round or Playoff Round

The above scoring rules also apply to a *Position Round* or *Playoff Round* except as described here.

A team may only field team members or *Substitutes* with *Established Handicaps*. A *Substitute* may only compete for the 9 match play points. They are not eligible for the 3 points for lowest 9-hole *Net Score*. Their opponent earns the 3 points if they have an *Established Handicap* and are not a *Substitute*.

8. Rules of Play

The USGA Rules of Golf govern all play, with the only exceptions per the current course scorecard or as modified in the following areas:

8.1. Preferred Lies in Own Fairway

A golfer may roll their ball over in their own fairway only not more than 12 inches, no closer to the hole. Fairway is defined as the short cut grass area between the tee box and the front of the green. The first cut of grass surrounding the green is not considered fairway.

8.2. Ground Under Repair

The Ground Under Repair rule applies where posted as well as whenever agreed between the golfer and their opponent (e.g. rocky ground, tree root, temporarily wet or muddy area, ball plugged outside the fairway, etc.) If the golfer is playing *Unopposed*, then determination may be made by someone from the opposing team. The golfer may take a free lift to the nearest point of relief, no closer to the hole.

8.3. “Free Lift” Areas

A golfer may take a free lift (i.e. drop within 2 club lengths of the nearest point of relief, no closer to the hole) from the following course areas:

- All gardens and wood-chipped trees
- All cart paths and maintenance roads
- All stone ditches and wash-out areas
- Within 1 club length of 150-yard poles

8.4. Out of Bounds (White Stakes)

If a golfer's ball rests out of bounds, then they may take a drop anywhere along the line of flight the ball took out of bounds, with a 1 stroke penalty, but no closer to the hole. If the line of flight results in the ball being closer to the hole, the drop must be taken at the nearest point of relief not closer to the hole OR within 1 club length of the point where the ball crossed out of bounds.

8.5. Hazard (Red/Yellow Stakes)

At a penalty of 1 stroke, a golfer may drop their ball outside the hazard area. The golfer may choose between the following drop locations:

- Drop within 2 club lengths of where ball crossed hazard line, no closer to the hole
- Keep the point where the ball crossed the hazard line directly between you and the pin and go back as far as you wish
- Drop along line of flight of ball as far back as you wish

8.6. Unplayable Lie

At a penalty of 1 stroke, a golfer may deem their ball to be unplayable. The golfer may choose between the following drop locations:

- Drop within 2 club lengths of the unplayable lie, no closer to the hole
- Keep the unplayable lie directly between you and the pin and go back as far as you wish
- Drop along line of flight of ball as far back as you wish

8.7. Lost Ball

If a golfer's ball is lost, then they may take a drop anywhere along the line of flight the ball took to the area it was presumed lost, with a 1 stroke penalty. Please limit search time to no more than 5 minutes.

8.8. "Gimme" Putt

When a golfer has only a short putt left to play, the golfer's opponent may grant a "gimme". One stroke is counted but the ball is not played. If a golfer is playing *Unopposed* or is a *New Golfer*, then only someone from the opposing team may grant a "gimme".

8.9. Max Strokes Per Hole

The maximum number of strokes per hole is 12. If a golfer picks up early on a hole without the consent of their opponent, then their score is the maximum score.

8.10. Missed Ball

If a golfer attempts to hit the ball and misses, then it counts as 1 stroke.

8.11. Accidental Hit

If a golfer accidentally hits their ball before their intended swing, then the ball may be replaced with no penalty.

9. Disputes, Rule Changes

The rules posted on the *Web Site* are the league rules currently in effect.

All disputes and rule change proposals will be resolved by a majority vote of the Rules Committee. If a dispute occurs during play, then the golfer should play as they see fit and the objection should be raised to all in the group before teeing off on the next hole. The objection should be brought to the attention of a Rules Committee member at the completion of the round. If no member is available, then write "protest" on the card.